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*DB=USPT,PGPB,JPAB,EPAB,DWPI,TDBD; PLUR=YES; OP=ADJ*L14 112 and convert\$3L13 L12 and convertL12 12 and 13L11 15 and 13L10 13 and L6L9 17 and L8L8 15 and 11L7 L6 and convert\$L6 11 and 12L5 time near3 (shift\$ or period) same container same measur\$L4 time near3 (shift\$ or period)L3 frame near3 pulse and multiframeL2 data near2 stream\$3 same containerL1 stream same data same concatenat\$ same (virtual\$2 or continuous\$2)**Hit Count Set Name**

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1 [Representing control in the presence of first-class continuations](#) 100%


 R. Hieb , R. Kent Dybvig , Carl Bruggeman

**ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1990 conference on Programming language design and implementation June 1990**

Volume 25 Issue 6

Languages such as Scheme and Smalltalk that provide continuations as first-class data objects present a challenge to efficient implementation. Allocating activation records in a heap has proven unsatisfactory because of increased frame linkage costs, increased garbage collection overhead, and decreased locality of reference. However, simply allocating activation records on a stack and copying them when a continuation is created results in unbounded copying overhead. This paper describes a n ...

2 [Protocol architectures: MMTP: multimedia multiplexing transport protocol](#) 100%

 Luiz Magalhaes , Robin Kravets

**ACM SIGCOMM Computer Communication Review April 2001**

Volume 31 Issue 2 supplement

Multimedia data has special requirements that are hard to be met on mobile hosts due to potentially low bandwidth and disruptions due to host mobility. Such limited communication capabilities of mobile hosts can be offset by the simultaneous use of multiple link layer technologies. MMTP is a member of a suite of protocols that share the novel characteristic of aggregating bandwidth from multiple link-layer channels. The use of multiple channels to transport user data provides five key benefits: ...


- 3 Graceful preemption for multi-link link layer protocols 100%  
M. Wm. Beckner , T. J. J. Starr  
**Proceedings of the eighth Data Communications Symposium** October 1983  
This paper discusses a powerful priority mechanism that can be used on a physical communication medium supporting multiple, independent, logical data links. This scheme allows a high priority message to immediately interrupt a lower priority message which is in the process of being transmitted, and yet will not require the retransmission of the first part of the lower priority message; hence, the term graceful preemption. Graceful preemption may be extended to furnish multi ...
- 4 A characterization of ten rasterization techniques 100%  
N. Gharachorloo , S. Gupta , R. F. Sproull , I. E. Sutherland  
**ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques** July 1989  
Volume 23 Issue 3
- 5 Session 2: Contents provider-assisted dynamic voltage scaling for low energy multimedia applications 100%  
Eui-Young Chung , Giovanni De Micheli , Luca Benini  
**Proceedings of the 2002 international symposium on Low power electronics and design** August 2002  
This paper presents a new concept of DVS (*Dynamic Voltage Scaling*) for multimedia applications. Many multimedia applications have a periodic property, but each period shows a large variation in terms of its execution time. Exact estimation of such variation is a crucial factor for low energy software execution with DVS technique. Previous DVS techniques focused only on end users (client sites) and their quality heavily depends on the accurateness of the worst case execution time estimatio ...
- 6 Error spreading: a perception-driven approach to handling error in continuous media streaming 100%  
Srivatsan Varadarajan , Hung Q. Ngo , Jaideep Srivastava  
**IEEE/ACM Transactions on Networking (TON)** February 2002  
Volume 10 Issue 1  
With the growing popularity of the Internet, there is increasing interest in using it for audio and video transmission. Perceptual studies of audio and video viewing have shown that viewers find bursty losses, mostly caused by congestion, to be the most annoying disturbance, and hence these are critical issues to be addressed for continuous media streaming applications. Classical error handling techniques have mostly been geared toward ensuring that the transmission is correct, with no attention ...
- 7 Network Protocols 100%  
Andrew S. Tanenbaum  
**ACM Computing Surveys (CSUR)** December 1981  
Volume 13 Issue 4
- 8 Synchronization in multimedia data retrieval 100%  
Anna Haj Ha? , Cindy X. Xue

**International Journal of Network Management January 1997**


Volume 7 Issue 1

Synchronization of multiple medium streams in real time has been recognized as one of the most important requirements for multimedia applications based on broadband high-speed networks. This article presents a complete synchronization scheme for distributed multimedia information systems. © 1997 John Wiley & Sons, Ltd.


- 9 Supporting video in heterogeneous mobile environments 100%

 Nicholas Yeadon , Nigel Davies , Adrian Friday , Gordan Blair


**Proceedings of the 1998 ACM symposium on Applied Computing February 1998**
  
- 10 Proactive buffer management for the streamed delivery of stored video 100%

 Wu-chi Feng , Brijesh Krishnaswami , Arivind Prabhudev

**Proceedings of the sixth ACM international conference on Multimedia September 1998**
  
- 11 Design and synthesis of array structured telecommunication processing applications 100%

 Wolfgang Meyer , Andrew Seawright , Fumiya Tada


**Proceedings of the 34th annual conference on Design automation conference June 1997**
  
- 12 On the characterization of VBR MPEG streams 100%

 Marwan Krunz , Satish K. Tripathi


**ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1997 ACM SIGMETRICS international conference on Measurement and modeling of computer systems June 1997**

Volume 25 Issue 1

We present a comprehensive model for variable-bit-rate MPEG video streams. This model captures the bit-rate variations at multiple time scales. Long-term variations are captured by incorporating scene changes, which are most noticeable in the fluctuations of *I* frames. The size of an *I* frame is modeled by the sum of two random components: a scene-related component and an AR(2) component that accounts for the fluctuations within a scene. Two random processes of *i.i.d.* rvs are ...
  
- 13 VC-1: a scalable graphics computer with virtual local frame buffers 100%

 Satoshi Nishimura , Toshiyasu L. Kunii

**Proceedings of the 23rd annual conference on Computer graphics and interactive techniques August 1996**
  
- 14 Support for fully interactive playout in disk-array-based video server 100%

 M.-S. Chen , D. Kandlur , P. Yu

**Proceedings of the second ACM international conference on Multimedia October 1994**

In a video-on-demand (VOD) system, it is desirable to provide the user with interactive browsing functions such as "fast forward" and "fast backward". However, these functions usually require a significant amount of additional resources from the VOD system in terms of storage space, retrieval throughput, network bandwidth, etc. Moreover, prevalent video compression techniques such as MPEG impose additional constraints on the process since they introduce inter-frame d ...

- 15 A continuous media application supporting dynamic QOS control on real-time Mach 100%  
[A] Tatsuo Nakajima , Hiroshi Tezuka  
**Proceedings of the second ACM international conference on Multimedia** October 1994  
A QOS control is one of the most important factors in continuous media applications. The QOS levels of the applications should be maintained even if several continuous media applications are running concurrently. Also, the QOS levels should be changed according to a number of applications and their respective importances when a system is overloaded. This paper presents our experience with a video-on-demand system that supports a dynamic QOS control scheme o ...
- 16 Comparison of rate-based service disciplines 100%  
[A] Hui Zhang , Srinivasan Keshav  
**ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Communications architecture & protocols** August 1991  
Volume 21 Issue 4
- 17 System synthesis of synchronous multimedia applications 100%  
[A] Gang Qu , Miodrag Potkonjak  
**ACM Transactions on Embedded Computing Systems (TECS)** February 2003  
Volume 2 Issue 1  
Modern system design is being increasingly driven by applications such as multimedia and wireless sensing and communications, which have intrinsic quality of service (QoS) requirements, such as throughput, error-rate, and resolution. One of the most crucial QoS guarantees that the system has to provide is the timing constraint among the interacting media (synchronization) and within each media (latency). We have developed the first framework for system design with timing QoS guarantees. In parti ...
- 18 Workload models of VBR video traffic and their use in resource allocation policies 100%  
[A] Pietro Manzoni , Paolo Cremonesi , Giuseppe Serazzi  
**IEEE/ACM Transactions on Networking (TON)** June 1999  
Volume 7 Issue 3
- 19 User-space protocols deliver high performance to applications on a low-cost Gb/s LAN 100%  
[A] Aled Edwards , Greg Watson , John Lumley , David Banks , Costas Calamvokis , C. Dalton  
**ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Communications architectures, protocols and applications** October 1994  
Volume 24 Issue 4  
Two important questions in high-speed networking are firstly, how to provide Gbit/s networking at low cost and secondly, how to provide a flexible low-level network interface so that applications can control their data from the instant it arrives. We describe some work that addresses both of these questions. The Jetstream Gbit/s LAN is an experimental, low-cost network interface that provides the services required by delay-sensitive traffic as well as meeting the performance needs ...
- 20 Adventures in building the Stony Brook video server 100%  
[A] Michael Vernick , Chitra Venkatramani , Tzi-cker Chiueh  
**Proceedings of the fourth ACM international conference on Multimedia** February 1997